Conclusion

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The editors of, and contributors to, this volume hope that the foregoing studies demonstrate the analytical potential of the “Third Wave” in science and technology studies. Collins and Evans’ work on expertise over the last two decades has resonated with and inspired numerous scholars throughout the world and across many disciplinary boundaries. Indeed, the chapters in this volume represent only a minor selection from the papers presented (and often thereafter, published) at the annual Studies in Expertise and Experience workshops (SEESHOPs) held since 2007 in Cardiff and occasionally elsewhere.

It is also hoped that the studies in this volume not only explore and elucidate the theoretical and practical aspects of the “Third Wave,” but also inspire others to adopt and/or critically reflect upon, and improve, the analytical frameworks associated with Collins and Evans’ categories of expertise and their Imitation Games project. The success of this volume will initially be measured by increasing the understanding and the applications of “Third Wave” methodologies, but in the long run our goal is to help maintain a critical discourse, within the inter-discipline of science and technology studies, concerning expertise and experience as bases for decision-making in various social, political, scientific, legal, and business contexts.

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